

TOOLS for MR V1.5.0 for Macintosh

TOOLS for MR V1.5.0 for Macintosh consists of the following programs.

- Yamaha Steinberg FW Driver V1.5.0
- Steinberg MR Editor V1.5.0
- Steinberg MR Extension V1.5.0

Main Fixes and Enhancements

V1.2.0 to V1.5.0

Yamaha Steinberg FW Driver

V1.1.0 to V1.5.0

- Solved the problem in which the Control Panel of Yamaha Steinberg FW Driver might not be displayed properly just after completing installation of the Yamaha Steinberg FW Driver.
- Solved the problem in which CPU load of the Yamaha Steinberg FW Driver would be high when turning off the power of the MR816 CSX/MR816 X connected to the PowerPC based Macintosh.

Steinberg MR Editor

V1.2.0 to V1.5.0

- Added the following parameters which can be stored to the Scene in the MR Editor.
 - Solo
 - Digital I/O, External FX
 - Sweet Spot Morphing Ch. Strip
 - External FX Type

Steinberg MR Extension

V1.2.0 to V1.5.0

- Hardware Setup window has been revamped. The main changes are the following.
 - Added the "Master Levels" tab. You can adjust the Master level of the analog output jacks and the digital output jacks in this tab.
 - Added the "Settings" tab. You can select which jack is used for input/output of the digital audio signal or select the channels to which the Sweet Spot Morphing Channel Strip effect is inserted.
 - Added a function so that you can now set the volume which determines the output level to nominal (0.00dB) by clicking them while simultaneously pressing the [Ctrl]/[command] key.

- Changed the level display to “dB.”
- Solved the problem in which some parameters on the REV-X window would not be set to the proper default value by clicking them while simultaneously pressing the [Ctrl]/[command] key.
- Solved the problem in which some parameters of the REV-X might not be loaded properly when opening a Cubase project file.
- Solved the problem in which the “+48”/“PAD” indicator in the MR816 CSX/MR816 X Input Settings window would not be displayed properly when “Digital Input” was selected in the “Sweet Spot Morphing Ch. Strip” on the Control Panel of the Yamaha Steinberg FW Driver.
- Solved the problem in which the settings of sample rate or “Digital I/O, External FX” might not be called up properly when opening a project file with different sample rate from the current MR816 CSX/MR816 X.
- Solved the problem in which the settings in the MR816 Input Setting window might not be called up properly when opening a Cubase project file.
- Solved the problem in which an unusable audio port might be displayed when connecting two or three MR816 CSX/MR816 Xs to the computer.
- Solved the problem in which the settings in the REV-X might be reset when disconnecting an MR816 CSX/MR816 X. This problem might occur when two or three MR816 CSX/MR816 Xs were connected to a computer.
- Solved the problem in which the integrated functions between the MR816 CSX/MR816 X and Cubase might be disabled without restarting the computer when Cubase was shut down unexpectedly.
- Solved the problem in which the VST presets would not be displayed in the dedicated windows of the Sweet Spot Morphing Channel Strip and REV-X.
- Solved the problem in which automation data might be written automatically when using the Sweet Spot Morphing Channel Strip as a VST plug-in.
- Solved the problem in which the setting value differed between the MR816CSX/MR816X Input Setting window and the dedicated windows of the Sweet Spot Morphing Channel Strip/REV-X.
- Solved some other minor problems.

Legacy Updates

V1.1.0 to V1.2.0

- Now supports Cubase 5.
- Now supports Yamaha n8/n12.

To remove the Yamaha Steinberg FW Driver, delete the following files from the boot disk as

well as described files in the “Uninstalling the Software” section of the MR816 CSX/MR816 X Getting Started document.

/Library/Audio/MIDI Devices/Yamaha/Images/

FW_10000D.tiff

FW_10000E.tiff

- The system requirements of Intel-based Macintosh computers have been changed to Mac OS X 10.4.9 or later. If using Mac OS X 10.4.8 or older, update to Mac OS X 10.4.9 or later.

The other main fixes and enhancements for each program are explained below.

Yamaha Steinberg FW Driver

V1.0.0 to V1.1.0

- Now supports use of 4 GB or greater memory of the Intel-based Macintosh computers.
- Solved the problem in which the device information would not be displayed properly on the Control Panel of Yamaha Steinberg FW Driver when connecting or disconnecting multiple MR816 CSX/MR816 X units.

Steinberg MR Editor

V1.1.0 to V1.2.0

- Solved some minor problems.

Steinberg MR Extension

V1.1.0 to V1.2.0

- Solved the problem in which Cubase would unexpectedly quit when selecting the “Presets” setting in the VST Connection window with the minimized window of the Sweet Spot Morphing Channel Strip (hereinafter: “Channel Strip”).
- Solved the problem in which Cubase would unexpectedly quit by operating the MORPH knob in the dedicated window of the Channel Strip and the Multi Function Encoder Knobs to which the “MORPH” function was assigned simultaneously..
- Solved the problem in which Cubase might produce no sound by changing the settings of “Digital I/O, External FX” during playback of the Project file.
- Solved the problem in which the Monitor sources of the Headphone jack 1/2 in the MR816 CSX/MR816 X Hardware Setup window might be reset by changing the “Digital I/O, External FX” settings.
- Solved the problem in which the MR816 CSX/MR816 X Input Settings window might not be displayed properly when opening a Project file having different sample rate or “Digital

I/O, External FX" settings from the current one.

- Solved the problem in which the buses specified as the signals output from the Headphone jack 1/2 might not be called up properly even if selecting a different new Project file.
- Solved the problem in which changing the buses in the VST Connection window might not be applied to the Monitor source settings for the Headphone jack 1/2 in the MR816 CSX/MR816 X Hardware Setup window.
- Solved the problem in which the MR816 CSX/MR816 X Input Settings window might not be displayed when selecting the "Presets" setting in the VST Connection window.
- Solved the problem in which the knob for controlling the REV-X Return Level in the MR816 CSX/MR816 X Hardware Setup window might not be displayed even if the output buses are set in the VST Connection window.
- Solved the problem in which the Reverb type might not be changeable in the MR816 CSX/MR816 X Hardware Setup window.
- Solved the problem in which the Link functions between the MR816 CSX/MR816 X and Cubase would not work properly depending on the order with which the MR816 CSX/MR816 X and devices compatible with the Yamaha Steinberg FW Driver such as Yamaha MOTIF XS were daisy-chain connected to a computer.
- Solved the problem in which the setting value is different between the MR816 CSX/MR816 X Input Settings window and the dedicated windows of the REV-X/ Channel Strip when initializing the settings of the same parameters in both windows by a keyboard shortcut (holding down the [Ctrl] key and clicking the corresponding parameters).
- Solved the problem in which the sound might be cut off briefly by setting the monitoring button of a track to on and playing the Project file with the Direct Monitoring turned ON.
- Solved some other minor problems.

V1.0.0 to V1.1.0

Steinberg MR Editor

V1.0.0 to V1.1.0

- Changed the specification so that the "Morph" parameter and "Sweet Spot Data" are saved as VST preset data of the Channel Strip effect.
- Changed the specification so that the output channel must be selected by the "Headphone Setting."
- Changed the specification so that the parameter value will be displayed when pointing the mouse on the slider in the REV-X Window.

- Solved some other minor problems.

Steinberg MR Extension

V1.0.0 to V1.1.0

- Added some integrated functions for use with Cubase.
 - # For more details, please refer to the MR816 CSX/MR816 X Operation Manual (PDF) in the same folder.

The company names and product names in this Release Notes are the trademarks or registered trademarks of their respective companies.

(C) 2009 Yamaha Corporation All Rights Reserved.